



# FEY CURSES

## ~ TO PLACE UPON NOBLES ~

"You think yourself immune to my powers because, what? Your family has a bit of coin? Why don't we see just how much good your riches do you in the face of real danger."



- 1;5 **{Beloved}** They perceive any act of kindness done to them, no matter how trivial, as a flirtatious advance
- 1;6 **{Cowardice}** The noble is now a hopeless coward who flees at the slightest sense of danger, and the only way to lift the curse is for them to accompany someone on a heroic quest
- 1;7 **{Liar's Wart}** Every time they tell a lie, they wrutch up a frog that instantly grows into a giant frog {may or may not try and attack the noble or other nearby creatures}
- 1;8 **{Wandering Eye}** Anytime the noble is caught flirting with or admiring someone other than their partner, one of their eyes pops out, grows a pair of bat wings, then flies off to hide somewhere clever and dangerous {the noble can still see through this eye}
- 1;9 **{Moth to the Flame}** Once the sun has set, the noble will move towards the nearest source of light they can see quickly as possible with no regard for their own safety
- 1;10 **{Fairy Tale}** Every night, the noble must sneak out into the countryside and place a single gold coin under the pillow of every child who lost a tooth and left it for the tooth fairy to collect
- 1;11 **{Perfectly Balanced}** Any time the noble spends coin, they must give an equal amount away to someone in need {they've become notably more fickle and frugal as of late}
- 1;12 **{Grand Delusion}** Anytime the noble hears a person snap, they become convinced beyond a doubt they are a powerful and beloved hero {only the injection of a special tonic brewed by the family's alchemist will restore their mind}

Campaign/Session Notes Here

## 1. 012 FEY CURSES

- 1;1 **{Forgetful}** Everyone this noble meets, they instantly forget the moment that person leaves the room {they're now followed by a small court of scribes and clerks to keep track of all their different conversations}
- 1;2 **{Socialite}** Any beverage served in their presence has a random chance of being highly alcoholic {and painfully addictive}
- 1;3 **{People Pleaser}** They can no longer say "No" to any generous or selfless favor asked of them {desperate to keep this secret from their enemies and, more importantly, the public}
- 1;4 **{Jestered}** The noble is followed day and night by an